

ABSTRACT OF THE DISCLOSURE

A method for displaying a desktop display surface. The method includes creating a render target surface having substantially the same dimensions as a desktop display surface, casting the desktop display surface as a texture, and setting the render target surface as a scanout read location. The method further includes creating a two dimensional rectangular object, rendering the two dimensional rectangular object by mapping the desktop display surface texture to the two dimensional rectangular object, storing the rendered two dimensional rectangular object to the render target surface and scanning out the rendered two dimensional rectangular object from the render target surface.

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